

FIG. 1

								_								, .	
	Rot_up'	0		0	0			0	1	0	0	0	0	0	-	0	0
Outputs	Rot_dn'	0	0		0	0	0	0	0	I	0	Ţ	1	0	0	1	0
	Overflow		1	0	1	0		0	Ţ	0	1	0	1	0	1	0	1
	Underflow	0	0	1	I	0	0	I	1	0	0	I	I	0	0	I	1
	Rot_up	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
Inputs	Rot_dn	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	

true if sum <0 | true if sum >0 Calculation of outputs: + Equivalent value of input bits +1

FIG. 2

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- Generate a 'down' signal for positive overflow
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         <- Generate an 'up' signal for positive overflow
                                                                                                                                                                                  <- transformation of early/late to quarter rate
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   <- Add the counter MSBs to the accumulator
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   <- step the counter accordingly up or down
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        <- Check for negative accumulator overflow
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        c- Check for positive accumulator overflow
                                                   <- check if fly wheel is switched on
                                                                                                                                                                                                                                                                                                                                                                                                                      <- check for early or late overhang
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  <- Average over the LSB
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Div-result = div (FlyWheelAdder8192):// test for overflow over 2^13
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Div_result = div (FlyWheelCounter, Average Factor):// average over the 3 LSBs
                                                                                                                                                                                                          if (++ FlyWheelRateCounter == 4] // FlyWheel runs at 1/16 rate
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              FlyWheelAdder = Div_result.rem;

Sum = "OutUp + false = "OutDown - true;

If (Sum > 0) 'OutUp = true;

If (Sum < 0) 'OutDown = true;
                                                                                                                                                                                                                                                                            FlyWheelRateCounter = 0; // Reset 0,1,2,3 counter
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Sum = "OutUp + true = "OutDown - false;
                                                                                                                                                                                                                                                                                                                                                                                                              Sum += FlyWheelUp[i] - FlyWheelDown[i];
if (Sum > 0) FlyWheelCounter++;
if (Sum < 0) FlyWheelCounter--;
                                                                                                                                                                          FlyWheelDown[FlyWheelRateCounter] = "OutDown:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  'OutDown = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    'OutUp = true;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  FlyWheelAdder = Div_result.rem;
                                                                                                                                             FlyWheelUp[FlyWheelRateCounter] = "OutUp:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             FlyWheelAdder +/= Div_result.quot;
                                                                                                                                                                                                                                                                                                                    // extract the up/down overhang
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    *OutDown = false;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             "OutDown = false;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        if (Div-result.quot>= 1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     "OutUp = false;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 If (Div_result.quot<=-1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             *OutUp = false;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  If (Sum > 0)
If (Sum < 0)
                                                                                                                                                                                                                                                                                                                                                                                   for (i=0;i<4;i++)
                                                                                                                                                                                                                                                                                                                                                       Sum = 0;
                                               Ilnow check if the fly wheel is active if (FlyWheelActive)
C++ Code from system simulation:
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FIG. 3

نشد

